SNSP-37-EUR

KICK OFF 3

EUROPEAN *Challenge*

INSTRUCTION BOOKLET

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

VIC TOKAI

ANCO

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1.0 INTRODUCTION

KICK OFF 3 - The European Challenge is unlike any other computer game. The teams use the whole of the pitch. The action on the pitch reflects the style of game that a team generally plays. Each team has a certain number of key players and the quality of these players is reflected in the strength of the teams. The key players include Wingers who can take the ball to the byline before crossing to the centre and Playmakers who can put the ball into space to break the defence. These features give a totally new dimension to the game. A choice of three settings each for Ball Control, Skill Level and Game Speed in the OPTIONS Menu ensure that the game is instantly playable and enjoyed by a novice or a master gamer alike.

1.1 GENERAL

1.1.1 MENUS : Press **START** button to go to the next menu. There is a provision on some menus to go back to the previous menu by pressing the **SELECT** button.

1.1.2 JOYPADS : If you are using any joypad other than Nintendo, ensure that the joypad is working as normal. Set to NORMAL any TURBO, AUTO, QUICKFIRE, SLOWMO etc. switches as otherwise it may crash the game.

2.0 OPTIONS

OPTIONS set the game environment. The comfort level is also set so that a novice or a master gamer can enjoy the game equally against the computer or each other. The default settings for the options are printed in bold.

2.1 FOULS - OFFSIDE - INJURIES : Yes or NO. The default option of **NO** gives you a knock-about game without any interruption from a referee. For a serious game with full soccer rules, set these options to Yes.

2.2 EXTRA TIME : Yes or **NO** option for a friendly game only. If you select Yes, there is a sudden death penalty shoot out if there is no result at the end of Extra Time.

2.3 DURATION : 2 x 3, 2 x 5, 2 x 10 and 2 x 15 minutes for a Friendly game only. Choice of 2 x 3 and 2 x 5 minutes for the competitions.

2.4 PITCH : Normal, Wet, Muddy and Hard. The pitch selection affects the bounce and the skid of the ball. The Int. teams use a striped pitch.

2.5 BALL CONTROL : Novice, Medium and Hard. At the Novice level, the ball is very easy to control. The Hard level is ONE TOUCH football.

2.6 SKILL LEVEL : Novice, Medium and Int.. The skill level of both players is set independently. A novice playing at novice skill level setting can play well against an experienced player at Int. skill level setting.

2.7 GAME SPEED : Novice, Medium and **Fast**.

2.8 REFEREE : Lenient, Fair, Hard and **Random**.

3.0 CONTROLS

The controls of **KICK OFF 3** are instinctive and designed for easy use. Use PRACTICE mode to learn and perfect the controls.

3.1 PLAYER CONTROL : The controlled player is indicated by a marker. All movements and actions detailed below refer to a controlled player.

3.1.1 PLAYER MOVEMENT : Press **D PAD** in the direction you wish the player to run.

3.1.2 TRANSFER OF CONTROL : The control is transferred automatically to the player nearest to the ball when he touches the ball or he goes off the screen. To transfer the control manually to a player nearest to the ball, press button L or R. This is very useful if you wish to tackle an advancing opposition player. Press button L or R and the player nearest to the ball will become a controlled player.

3.2 A BUTTON

3.2.1 PASS : The player will pass the ball to another player if there is a player **available** to receive the pass. A player with high vision e.g. a Playmaker will pass the ball in space for another player to run onto the ball. Move the **D PAD** in the direction you wish to pass.

3.2.2 OVERHEAD KICK : If the ball is in the air, the player will make an overhead kick.

3.3 B BUTTON

3.3.1 KICK : The player will kick the ball in the direction he is running.

3.3.2 SHOOT : If the player is facing the opposition goal and is within 30 yards, the player will shoot the ball at the goal.

3.3.3 HEADER : If the ball is in the air, the player will head it.

3.3.4 SLIDING TACKLE : If the opposition has possession of the ball, the player will make a sliding tackle. Press **D PAD** for the direction of the slide.

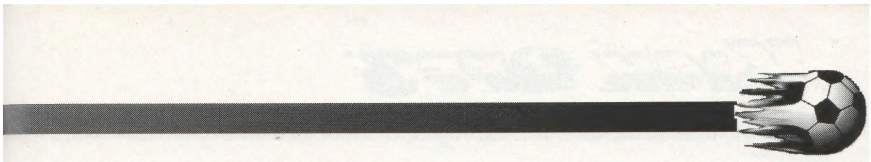
3.3.5 VOLLEY : If the player receives the ball between ankle and stomach height he will volley the ball. Press **D PAD** for the direction of the volley.

3.4 X BUTTON

3.4.1 PUSH : Short burst of acceleration for the player with the ball.

3.4.2 DIVING HEADER : If the ball is between chest height and knee height, the player will make a diving header.

3.5 Y BUTTON



3.5.1 CHIP : The player will chip the ball in the direction the player is running.

3.5.2 LONG BALL : If the ball is in the player's own 18 yards box, the ball is booted out.

3.5.3 CROSS : If the ball is in the wing area near the opposition goal, the player will cross the ball. It will be crossed in the air or on the ground depending on the play style of the team. Press **D PAD** for the direction of the cross.

3.6 B + Y BUTTONS

3.6.1 HIGH KICK : If the player is running towards the opposition goal and is 25-30 yards out, the ball will be kicked high towards the goal. Use the After Touch to bend the ball.

3.7 B + X BUTTONS

3.7.1 HARD KICK : The ball is kicked hard and low.

3.8 A + X BUTTONS

3.8.1 FLICK : The ball is flicked chest high for a volley or diving header.

3.9 AFTER TOUCH : Allows you to bend the ball for a short while after the ball has been kicked. Move the **D PAD** left or right to alter the direction of the ball. Remember, the After Touch is only active for a fraction of a second.

3.10 THROW IN : Use the **D PAD** to select one of the five forward directions of throw and press button B.

3.11 PENALTIES : TAKING A PENALTY : Move the **D PAD** in one of the five forward directions and press button A to place the ball in that direction or B to shoot in that direction.

Shooting is not as accurate as placing the ball.

DEFENDING A PENALTY : Move the **D PAD** in the direction you wish to dive and press button B.

3.12 GOAL KEEPER : The goal keeper is computer controlled except for goal kicks or defending penalties. Press the B button to kick the ball or button A to throw the ball immediately.

3.13 CORNERS : A marker will appear. Position the marker over the player you wish to control and press button B. The ball will be directed automatically in the vicinity of the controlled player. You may move the controlled player to confuse the opposition but only within reason. If you are defending a corner, the controlled player can head the ball away.

3.14 SET PIECE FREE KICKS : Two players will be stationed near the ball. Press the B button to shoot the ball high towards the goal and use After Touch to bend the ball. Press the A button to pass the ball to the nearest player. The normal game resumes.

3.15 SET PLAYS : When a Corner or Set Piece Free Kick is awarded, you have a choice of Set Plays available. To select a Set Play, hold down button **X**, use **D PAD** to select one of the **EIGHT** Set Plays. Each direction of the **D PAD** corresponds to a different Set Play. The ensuing moves are automatic except for the last move which is controlled by you. The Set Plays have to be practised to be effective.

3.16 KICK OFF : When you go onto the pitch, the teams are introduced. Starting from the goal keeper, the ball travels to each player who shows some of his skills. The player's name appears at the bottom. The home team is introduced first.

You can terminate this presentation at any time by pressing button B.

3.17 TEAM MODE : Two players team up against the computer.

3.17.1 Use L or R buttons to transfer control to the player nearest to the ball. The player will become a controlled player.

3.17.2 If a controlled player is already nearest to the ball, you will control the second nearest player.

3.17.3 Player 1 controls all the menus.

3.17.4 CORNERS : Both players can select the players to control.

3.17.5 SET PIECE FREE KICK : Player 1 takes the Free Kick. Player 2 controls the player standing next to the player taking the kick.

3.17.6 Set Plays are not available.

4.0 MAIN MENU

4.1 FRIENDLY : EURO or INT. (INTERNATIONAL)

All the options in OPTION Menu are available. You can play against the Computer or against a friend or team up with a friend against the Computer. Remember to set the ball control and skill level to suit you. As your skills and control improve with experience, change the settings to a higher level. The game, really comes into its own when both settings are at the highest level.

4.2.1 EURO FRIENDLY : You can select any two teams from 96 teams.

16 English teams are displayed. Two teams are pre-selected. To de-select or select any team, move the highlight on the team and press button B.

To display other teams e.g. Italian team, move the highlight to Italian using **D PAD** and press button B . You can select a German team to play a French team. Remember to de-select the pre-selected teams first.

4.2.2 INTERNATIONAL FRIENDLY : 24 of the World's best teams are available. The International teams are of much higher calibre than the European teams.

4.3 COMPETITIONS : There is a choice of 5 League and 7 Cup competitions. Each competition has its own rules. 1 to 4 players can play.

4.3.1 In all competitions, four options are available.

4.3.2 PLAY : You can play the game on the pitch.

4.3.3 PREDICT : The computer predicts the result.

4.3.4 WATCH : You can watch the game. If your team is on the pitch, you can give your team a Team Talk, make substitutions etc.

4.3.5 QUIT : You can quit the competition and return to the OPTIONS Menu.

4.4 LEAGUES : There are five national league competitions. Each league consists of 16 teams. The teams in each league broadly follow the national pattern.

4.5 CUP : There are five Cup competitions. Each National Cup competition has 16 teams and is based on a knockout basis. The winners go to the next round.

4.5.1 If the result is a draw, extra time is played. If after the extra time, the result is still a draw, a Sudden Death Penalty shoot out takes place.

4.5.2 SUDDEN DEATH PENALTY : Each side takes five penalties in turn. If after five penalties each, there is no winner, each side takes a penalty in turn. The penalties continue until there is a winner after both penalties have been taken.

4.5.3 EURO CUP has the top 32 European teams. It is a two leg competition with AWAY goal rules. If after the second leg the teams have the same aggregate, the away goals are counted as two goals. If the aggregate is still the same, then extra time and a penalty shoot out, detailed in 4.5.2, is used to decide the winner.

4.5.4 WORLD CUP has 24 International teams. The first part of the competition is played on a League basis. The league is based on 6 groups of 4 countries each. The winner and runner up and best 4 losers go to the next round. The next round is on a knock out basis and the rules detailed in 4.5.2 apply.

4.6 PRACTICE

4.6.1 Practice has two purposes - to learn the ball and player controls and to improve skill and timing so that you can enjoy KICK OFF 3 to the maximum. The options available encourage you to improve particular aspects of the game. Set the Ball Control and skill level to your own comfort level and change it to higher levels when you feel confident.

4.6.2 DRIBBLE & SHOOT : This practice is invaluable for learning ball control. Initially at level 1 the cones are well spaced. You have to dribble round each cone and shoot at an open goal. You have to score 3 goals at each level to proceed to the next level. If there are cones on the goal line, you will have to chip the ball to score a goal. The score line shows the success and number of tries in the allotted period of 3 minutes.

4.6.3 TEAM PRACTICE : ONE PLAYER or TEAM MODE : You can practice

passing, shooting, chips and all the moves at leisure without being harassed by the opposition. You can also practice corners. Most importantly you can practice SET PLAYS for both left and right corners (not in Team Mode). Remember that all the moves are automatic except for the last one which is under your control. Perfect the timing so that, if you get the opportunity, you can score.

4.6.4 SET PIECE FREE KICKS : Three positions for Set Piece Free Kicks can be practised. A line of cones is positioned some distance from the ball to represent the opposition wall. You can take normal Free Kick or select one of the six Set Plays.

4.6.5 CROSSING : Practising this will help you to score goals when you are up front. If the player is in or near the 6 yard box, the ball will be crossed at random either at head height for a header or chest height just in front for a diving header or behind for an overhead kick or at ankle height for a volley. If you move the player further out, the ball will be passed between the ground and stomach height. You will have to volley the ball or shoot.

4.6.6 PENALTIES : Take and defend five penalties.

4.6.7 ASSESSMENT : You can go for an overall assessment of your skills. You are tested for Dribble and Shoot, Penalties and Crossing and are given a score out of 100.

4.6.8 QUIT : Press START button to quit the practice and return to the Practice Menu. To quit the Practice Menu, press the START button again.

4.7. CHALLENGE : The challenge tests your playing skills to the limit. You can select any one of the 24 International Teams to challenge ANCO UNITED. There are two challenges of 25 rounds each. To proceed to the next round, you have to win the current round. There are four options.

4.7.1 NEW CHALLENGE : Takes you to round 1 of the Challenge.

4.7.2 CONTINUE CHALLENGE : After returning from a Challenge round a PASSWORD for the completed round is displayed. If you have won the option will take you to the next round otherwise to the round you have just played.

4.7.3 ENTER PASSWORD : When you come from the Main Menu, you can enter the PASSWORD given to you previously and continue the Challenge.

4.7.4 QUIT : Note down the PASSWORD before you quit this screen.

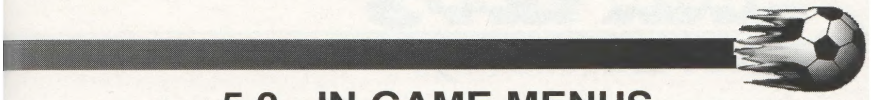
4.7.5 ENTERING PASSWORD : Move the pointer to the character you wish to enter and press button B.

RUB : Deletes the previous character.

PREVIOUS : Moves the cursor left.

NEXT : Moves the cursor right.

END : Terminates the input.



5.0 IN GAME MENUS

5.1 PAUSE MENU : Press the **START** button any time during the game to PAUSE the game and display the Pause Menu. Use **D PAD** to move the highlight to the required heading and press button B. The options are detailed below. Press START button to quit the PAUSE menu.

5.2.1 SUBSTITUTION : Player numbers 2 to 11 and their names will be displayed. Move the highlight available to the player you wish to substitute and press button B. A list of the substitute players will now be displayed. Select the substitute. The substitution will take place when the ball is out of play. Remember, you are only allowed two substitutes in a game. A red carded player cannot be substituted.

5.2.2 TEAM TALK : See 5.3

5.2.3 MATCH FACTS : See 5.4

5.2.4 ACTION REPLAY : You can watch the last few seconds of play at any time. Four symbols are displayed at the bottom.

The symbols from left to right are:-

II : (Pause): The replay is paused.

I > : The replay is paused unless button B is pressed. This facility can be used for frame by frame display of the Replay.

S : The replay takes place at slow speed.

> : Normal Replay.

Use the **D PAD** to move the highlight and press button B.

5.2.5 CROWD FX: This works on a toggle basis. The crowd sound and chants during the game are switched **ON** and OFF. The in-game sound effects like kicking the ball are not affected.

5.2.6 QUIT GAME : Quits the game and returns to the Main Menu (Friendly matches only). You cannot quit competitions.

5.2.7 Press the **START** button to return to the game.

5.3 TEAM TALK MENU

You can give your players instructions to alter the course of the Match. The instructions can be given during the game. The instructions already given are marked by a highlight.

5.3.1 PUSH FORWARD : Attacking move. The players move to forward tactical positions.

5.3.2 DROP BACK : Reverse of Push Forward.

5.3.3 SIT ON IT : Don't take any chances.

5.3.4 GET STUCK IN : Get aggressive.

5.3.5 RELAX : Enjoy the game. The players play the game with more flair and less aggression.

5.3.6 CLOSE MARKING : The opposition forwards are marked by your defenders in your half.

5.3.7 MARK TIGHT : Your midfielders join the defenders in marking the opposition.

5.3.8 STAND OFF : Removes Marking.

5.4 MATCH FACTS : As the match is played, the possession, shots at the goal, shots on target etc. are displayed. It gives a very good indication of how you are playing. If your possession is very much lower than the opposition's, then you should change to easier ball control. If only a few of your shots at goal are on target, you should practice more. Press the **START** button to quit this menu.

6.0 SQUAD SELECT

6.1 The squad screen shows the team name and the tactics selected for the team by the computer. Move **D PAD** left or right to move the highlight between the two headers.

6.2 PLAYERS : When the team name is highlighted, move the joypad up or down to move the highlight to various players. There are 16 players in the squad. As the highlight moves to the bottom, the remaining player names will scroll on to the display.

6.3 EXCHANGE PLAYERS : The computer has selected the best team available. If you wish to replace a player, move the highlight to the player to be replaced and press button B. Move the highlight to the player to be replaced and press button B. The players will exchange positions.

6.4 CHANGING TACTICS : Press **D PAD** to the right to highlight the current tactics. Move **D PAD** up or down to change tactics. The display at the bottom will change as you cycle through each of the available 8 tactics. The pitch display shows the type of player you require to play that tactic. Basically, the defence is green, midfield is blue and forwards are red. The yellow stripes on the ball shows that the player needs to have pace to play in that position. A Full Back for example will be displayed as a green ball with yellow stripe.

6.5 Against each player, the following information is displayed.

Type of Player: Keeper (**KPR**)
Defender (**DEF**)
Midfield (**MID**)
Forward (**FWD**)

6.6 SKILLS AND ATTRIBUTES : Each player in the game has a unique

combination of skills and attributes i.e. each player is different and quite unique. There are 1536 Euro players and 384 International players. An average is taken of each skill and attribute. If a player is above that average, that particular skill or attribute is displayed. The average for Int. players is a lot higher than the Euro players.

The star rating of 1 to 5 is also displayed against each player. The star rating gives the indication of overall ability of the player.

6.6.1 VISION **(VSN) :** A player with vision reads the game and makes long passes.

FLAIR **(FLR) :** A high flair player will take the ball towards the opposition half instead of passing it. He will also tend to shoot at the goal from distance.

PACE **(PCE) :** Player is capable of sudden bursts of speed.

AGILITY **(AGL) :** High agility player is capable of flying headers, overhead kicks and quickly controlling the ball after chesting it down.

6.6.2 The skills are Passing **(PAS)**, Tackling **(TKL)**, Heading **(HDG)** and Shooting **(SHT)**.

6.6.3 KEY PLAYERS : Players with a particular combination of above average attributes and skills. These players are responsible for giving a team a special style. The quality of these key players varies for each team.

PLAYMAKER **(PMK) :** A midfielder with vision, flair and passing skills.

SWEEPER **(SWP) :** A defender with vision and passing skills. Plays behind the defence. Usually the best player in the side distributing the ball from the back.

LIBERO **(LIB) :** As Sweeper but plays in front of the defence. Capable of taking the ball to the opposition. High Flair.

STRIKER **(STK) :** A forward with agility and pace and shooting skills but low flair i.e. he is greedy.

TARGET MAN **(TMN) :** A forward with heading and shooting skills.

GOAL MAKER **(GMK) :** A forward player with passing and vision who services the striker but is quite capable of scoring himself as well.

WINGER **(WNG) :** A player with pace, flair and passing skills.

CENTRE BACK **(CBK) :** A defender with heading and tackling skills.

FULL BACK **(FBK) :** A defender with pace and tackling skills.

6.7 Though the computer has selected the best team, you can replace any player. Select the player to be replaced and then select the replacement. You have a squad of 11 and 2 substitutes.

6.7.1 In two player mode, player 2 will select his squad after player 1 using joypad 2.

6.7.2 In Team Mode, Player 1 will select the squad.

7.0 RULES

7.1 SUBSTITUTION : You can only use two substitutes. A player sent off after 2 yellow cards or a red card cannot be substituted.

7.2 PROFESSIONAL FOUL : A player fouling an opposition player with the ball when he is clearly in a scoring position, will be given a red card.

7.3 BACK PASS : A player cannot pass the ball to the keeper. A free kick will be awarded.

7.4 OFFSIDE : There must be an opposition player between the player receiving a pass and the goal keeper at the time the pass is made.

7.5 FOUL : It is a foul to tackle an opposition player who has the ball, from behind. A Free Kick is awarded to the opposition.

8.0 A WORD ABOUT STYLE AND TACTICS

8.1 Kick Off 3 is unique because each International Team has its own style of play giving the game much more depth and superior gameplay. Kick Off 3 is a game which won't be gathering dust in the back of a cupboard after two weeks. The infinite variations in playing styles and team tactics results in a game of lasting interest. It takes a long time to reach perfection! Below are some of the playing styles.

8.2 GERMANY 1-4-3-2

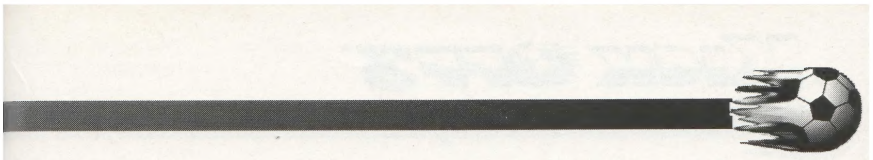
Build team from the back with a Sweeper and two attacking Full Backs. The Keeper rarely kicks and usually throws the ball to the Sweeper who distributes the ball to a Full Back who runs forward with the ball. A Playmaker in Midfield services the two Strikers. The players are very disciplined. Their flair and agility, though, is average.

8.3 HOLLAND 4-1-3-2

Using much the same tactics as the Germans, the Dutch, however, play with a Libero who plays in front of the flat back four. He not only acts as a Sweeper but is quite capable of taking the ball to the opposition. The Midfield has two Wingers serving two Strikers. Dutch players, like the Brazilians, show great individual flair and agility. The Wingers are very comfortable on the ball and will usually pass it to the Strikers on the ground.

8.4 ENGLAND 4-4-2

The Keeper will invariably kick the ball. The Midfield has two Wingers crossing the ball in the air to seek out the Target Man and the Goal Maker behind the Strikers.



The playing formation is really more 4-3-1-2 playing a diamond forward and midfield formation.

8.5 BRAZIL 4-3-2-1

Using 2 Liberos at the back, the ball moves forward swiftly on the ground. Two Goal Makers will service the Lone Striker. The Brazilians play with a high level of flair and agility and, in effect, any player is capable of scoring goals.

8.6 These examples illustrate the various styles and tactics of International Nations. A team using the same formation as Brazil but another team with different composition and quality of Key Players will play in an entirely different way. The quality of the players, specially KEY PLAYERS makes all the difference. When you are controlling a quality Playmaker on the pitch and press button A to pass, he will look to pass into space for a Winger or Goal maker to run onto the ball and thus break the defence.

KICK OFF 3™

EUROPEAN *Challenge*

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